

■ **All-New Format!** ■

POLICE QUEST™ 2

The Vengeance

INCLUDES COMPLETE WALK-THRU

INCLUDES ALL AREA MAPS

LIST AND LOCATION OF ALL OBJECTS

ALL SOLUTIONS REVEALED

**HIDDEN ROOMS, LOCATIONS AND
CHARACTERS YOU MAY NOT
HAVE ENCOUNTERED**

THE PERFECT GAME ACCESSORY



POLICE QUEST™ 2

The Vengeance

HINT BOOK



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INTRODUCTION

Welcome back to the City of Lytton with "Police Quest Two." I hope you are finding your experience as a Homicide Detective both fun and challenging. As in "Police Quest," we have attempted to install a sufficient amount of realism to give you, the adventure game player, a feel of being in the drivers' seat again with true-to-life situations.

It is quite different from Sierra's other adventure games, which tend to wait for you to solve their puzzles in whatever order you wish. Often "Police Quest Two" will just continue without you; if you fail to solve a puzzle, you will miss those points! Therefore, we expect many people to finish the game with a low score. This hint book will get you through successfully. If, in the unlikely circumstance that you have a problem that isn't covered in this hint book, feel free to contact Sierra's Customer Support Department at (209) 683-6858. In addition, take a moment right now and read your reference card. Be sure to experiment with all the Menu items.

HOW THIS BOOK WORKS

The whole point of playing "Police Quest Two" is to discover its puzzles and then discover the solutions to them. However, some puzzles may be so well hidden that you don't even know where to begin. Or, this may be your first experience with an adventure game. Hence, this hint book.

HOW TO USE THIS HINT BOOK

When you get stumped, look through this book and find the question that is closest to your problem. Use your answer card to uncover the answers in sequence by placing the red window over the answer you wish to read. Hints progress from mildly helpful hints, to strong clues, to here's the solution. It's best to read them individually, and in sequence. Be sure to read only those hints you really need.

HOW NOT TO USE THIS HINT BOOK

You wouldn't be developing true detective skills by just scanning through the book reading all the answers! Read only those hints absolutely necessary, and as few of those as you can. Beware, you may find one or more fake questions hidden in this book.

IF YOU HAVE FINISHED "POLICE QUEST TWO"

After you have "won" the game, we invite you to check out the back of this book. It contains several "potent" sections you will enjoy. But, be very cautious using this section! Don't even look at it until you have actually seen the end of "Police Quest Two."

Thank you for playing "Police Quest Two." Hopefully, this game has given you a little insight as to some of the things you can experience as a Police Detective.

*Jim Walls,
California Highway Patrol, retired*

GENERAL QUESTIONS

All I do is wander about! Is this it?

There's no wandering around in this game. You have to go to the right place at the right time. You have to be in the right place at the right time. You have to be in the right place at the right time.

What's the point of this game, anyway?

The point of this game is to have fun. It's a game, and games are supposed to be fun. It's a game, and games are supposed to be fun. It's a game, and games are supposed to be fun.

I'm tired of dying and starting over again from the beginning!

That's the way it goes. You die, and you start over again. That's the way it goes. You die, and you start over again. That's the way it goes. You die, and you start over again.

Sonny walks too slow! Sonny walks too fast!

Sonny walks at a normal pace. He's not too slow, and he's not too fast. He's just walking. He's just walking. He's just walking.

How can I "look at" the objects I have?

You can look at the objects you have by clicking on them. You can look at the objects you have by clicking on them. You can look at the objects you have by clicking on them.

AT THE STATION

I can't find the key to get into the station.

The key is in the room with the door. It's in the room with the door. It's in the room with the door. It's in the room with the door.

I can't find the passwords for the computer.

The passwords are in the room with the computer. They are in the room with the computer. They are in the room with the computer. They are in the room with the computer.

I can't find the keys to the unmarked car.

The keys are in the room with the car. They are in the room with the car. They are in the room with the car. They are in the room with the car.

How do I find the combination to my locker?

The combination is in the room with the locker. It's in the room with the locker. It's in the room with the locker. It's in the room with the locker.

Where in the world do I find the field kit?

The field kit is in the room with the field kit. It's in the room with the field kit. It's in the room with the field kit. It's in the room with the field kit.

I'm not successful adjusting my gun sights. What am I doing wrong?

You're not adjusting the gun sights correctly. You're not adjusting the gun sights correctly. You're not adjusting the gun sights correctly. You're not adjusting the gun sights correctly.

What do I do with Lloyd Pratt?

You can talk to Lloyd Pratt. You can talk to Lloyd Pratt. You can talk to Lloyd Pratt. You can talk to Lloyd Pratt.

The Captain calls me in and reprimands me, why?

The Captain calls you in because you're not doing your job. He's not doing his job. He's not doing his job. He's not doing his job.

Search the police station to find the tools of your trade.
You will need them when you are in the field.
Read the documentation that came with the game.

Find escaped felon Jessie Bains, the "Death Angel."
Discover evidence, follow leads, and build your case.
Finally, come face-to-face with the Death Angel and take the appropriate action.

Everyone falls a lot in adventure games. That's one reason it's so satisfying when you finally solve one.
You need to read your game documentation. Adventure games are designed to be saved periodically so you don't have to start at the beginning every time you make a mistake.

Refer to the game menu.
Scenes with lots of animation, may appear to run at "normal" speed even though in "fast" mode.

Type "look gun" to see your gun.
Read your game documentation included in your game.

It can be found on a ring.
Think of a logical location for a key.
Look in your car.
Look at the dash.

They are located in the homicide office.
Try looking on a desk.
Look at the papers on the Captain's desk.

They're in one of the offices.
Hanging on a keyboard.
Try the Homicide office.

It can be found in a very logical place.
The glove box of your personal car.
On a business card.
Turn the card over.

It's found in the police station.
Make sure you search each scene thoroughly.
It's located in the hallway.
You need to face the front of the counter, on the right side of screen.

Aim at the same location on the target each time you fire.
To develop a pattern, fire at least twice each time.
Bring the target forward for viewing.
"Look target."
"Adjust sights" accordingly.
Repeat the above steps until...
The message reads, "your sights are correctly adjusted."

Talk to him.
Save his job.
You first have to use the computer in the office.
Look in the "personnel" directory.
Then go back to Lloyd and type "Help man."

Captain Hall enjoys his work.
He likes picking on you.
You took too long starting your investigations.

What is operation code name "Ice man?"

10. *How do you think about the future of the Chinese economy?*
 11. *What do you think about the future of the Chinese society?*
 12. *What do you think about the future of the Chinese culture?*
 13. *What do you think about the future of the Chinese education?*
 14. *What do you think about the future of the Chinese environment?*
 15. *What do you think about the future of the Chinese politics?*

Where do I find Marie's phone number?

[illegible]

Where do I find Colby's phone number?

THE UNIVERSITY OF CHICAGO
 1100 S. EAST ASIAN BLVD.
 CHICAGO, ILL. 60607-7073
 TEL: 773/936-3100
 FAX: 773/936-3100

DRIVING

At the start of the game I can drive my personal car around but nothing happens.

© 2004 Blackwell Publishing Ltd, *Journal of Internal Medicine* 255: 103–110

How do I get anywhere in the car?

1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 26

How do I make Keith stop his smoking?

1997, 1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 26

AT THE JAIL

How can I get inside of the jail?

Thomas A. Brannan, MD, PhD
 Editor, JGIM
 1000 University Drive
 University of Michigan
 Ann Arbor, MI 48106-0620
 Phone: 734/763-7800
 Fax: 734/763-7801
 E-mail: brannan@umich.edu

What do I do once I'm inside?

1. *What is the main purpose of the text?*
 2. *What is the author's attitude towards the subject?*
 3. *What is the main idea of the text?*
 4. *What is the author's main argument?*
 5. *What is the author's conclusion?*
 6. *What is the author's recommendation?*
 7. *What is the author's opinion on the subject?*
 8. *What is the author's view on the subject?*
 9. *What is the author's stance on the subject?*
 10. *What is the author's position on the subject?*

AT THE MALL

I'm stumped at the mall.

1. *What is the purpose of the study?*
 2. *What are the research questions or hypotheses?*
 3. *What is the study design?*
 4. *What is the sample size and how was it selected?*
 5. *What are the variables being studied?*
 6. *What are the data collection methods?*
 7. *What are the results of the study?*
 8. *What are the conclusions of the study?*
 9. *What are the limitations of the study?*
 10. *What are the implications of the study?*

What is the sale item I need from the mall?

[illegible]

COTTON COVE

I keep dying from the ambush.

It is a very good idea to have a professional photographer take a few photos of you and your family. This will be a great memory for you and your family. You can also use the photos for a variety of purposes, such as a keepsake or a gift.

A new Sierra adventure game in the works.
Author and designer, Jim Walls.
A military, covert operation.
Features a nuclear attack submarine
Watch for it in late summer 1989.

Your desk holds the answer.
LT&T is at your service.
Dial information.
Dial "411"
Ask for "Marie Wilkens."

At the motel.
It's found in room 108.
In the bathroom.
In the sink.

You're supposed to be going to work not getting off.
Don't drive your personal car in the beginning.

Very carefully.
With your eyes wide open.
For example type, "drive to jail."

Ask him.
Didn't do you a bit of good did it?
Maybe the Schick treatment.

There is a procedure to follow.
Ring the buzzer.
Show your identification.

Talk to those who can help you.
Talk to jailer.
Talk to witness.
You need to look at two files.
Look at Bains' file and take new mug shot.
Look at Pate's file and note his gun's serial number.

Have you investigated everything thoroughly?
You will need your "field kit."
Investigate the jailer's car.
Dust the glove box.
Type "use the tape."
Open glove box and take holster and bullets.

You're wasting time on this one.
You're still wasting time.
Nothing at this mall is on sale.
You can't even get inside.

Bains isn't there to play tag.
Did you read the message that followed your demise?
Your gun sights must be properly adjusted.
Just after Bains enters scene fire your gun, you will miss.

I keep getting run down by Balms.

After the ambush, is that all there is?

What's the deal with the trash can?

I can't help search the river because I don't have a dive card....Where do I find it?

Is there really a body to be found?

Is there other evidence to be found in the river?

After changing into the "Bag Lady," how do I change back to Sonny Bonds?

Where in the world do I go when I finish Cotton Cove?

AIRPORT

Is there anything to find in the stolen car?

How do I get into the stolen car?

What do I do in the airport?

I bought flowers, now what do I do with them?

That's his sole purpose in life.
You can avoid being run down if...
You walk up toward the river.

Did you talk to the jogger?
Search each scene.
Evidence can be found in the far left scene.
It's found by the water's edge all the way to the left.
"Look down."

Nothing unless the ambush has taken place.
Evidence can be found inside the car.
"Search garbage."
Get clothes and read tag.

If you took everything from your desk drawer, you have it.
It's in your wallet.
"Search wallet."

Yes.
It's wedged between the rocks.
It's in the scene all the way to the right.
At the right side of screen in the middle "look down."
You must "move rock" which exposes a hand.
"Look at the hand."
Type "remove the body."

Yes, before you remove body.
Swim to the scene all the way to the left.
Located near the middle of the scene you can find the makeshift knife
used in the escape. Type "look down."
In the middle scene, in the center of the scene, type "look down," and
you will find the jailer's badge.

This is really off the wall.
If you change into the "Bag Lady" we have a serious problem.
Please contact our "customer service" and report it.

You can find a clue from the radio broadcast.
Recall the last known direction of the fleeing vehicle.
"Drive to the airport."

Yes, a fingerprint.
Think of a logical place it can be found.
One of the first things a thief would do after stealing a car
He might adjust the rear view mirror.
"Dust rear view mirror."
Type "use tape."

You must have probable cause.
Look the car over carefully.
Stand at the front of the car.
Look at the license plate.

Much information can be found here.
Try talking to the ticket agents and car rental agents.
Remember the procedure.
Identify yourself.
Show Bairns' mug shot.
Look at the lists the agents will give you.

Nothing right away.
Be patient.
You can give them to a nice young lady.
Give them to Marie when you have dinner.

Much information can be found here.
Try talking to the ticket agents and car rental agents.
Remember the procedure.
Identify yourself.
Show Baine's mug shot.
Look at the lists the agents will give you.

Nothing right away.
Be patient.
You can give them to a nice young lady.
Give them to Mom when you have dinner.

Evidence.
Found in a room of rest.
Look around in the bathroom.
Try different things.
Flush the toilet.
Remove the tank lid
in the middle stall.
Remove the gun.
Use the hand dryer to dry gun.

When the mail gets cold, head for the bank.
Drive back to the station and finish your work.
Take care of the evidence you've gathered.
"Book evidence" at the booking window.

You need enough evidence to convince the Captain.
You need Colby's business card.
You need the hit list.

Call Steenon Police Dept.
Call and warn Colby.
You need to show this evidence to the Captain.

You mean you can't think of anything?
Try talking to her.
Buy her something to eat.
Try kissing her.
Give her the flowers.
Kiss her more than once.

Before you removed the body did you find the corner of envelope?
After getting the corner of envelope tell Coroner to remove body.
Did you find the "death threat note" in the trunk?

Nothing will be at the murder scene if...
You go there before day two or...
If you take too long getting there.

Did you find the address to the Snuggler's Inn?
It's in the trunk.
Clutched in the victim's hand.
"Drive to address on the corner of envelope."

Does he know who you are?
You have to identify yourself.
Did you show him Baine's mug shot?

What can I find inside the motel room.

I can't find anything useful in the motel room.
The only thing I can find is a small box.
It's a small box, but it's a box.
I can't find anything useful in the motel room.
The only thing I can find is a small box.
It's a small box, but it's a box.

Where do I go when I'm finished with the motel?

I can't find anything useful in the motel room.
The only thing I can find is a small box.
It's a small box, but it's a box.
I can't find anything useful in the motel room.
The only thing I can find is a small box.
It's a small box, but it's a box.

MARIE'S HOUSE

Marie's house is a mess but that's about it.

I can't find anything useful in the motel room.
The only thing I can find is a small box.
It's a small box, but it's a box.
I can't find anything useful in the motel room.
The only thing I can find is a small box.
It's a small box, but it's a box.

What do I do with the soufflé in Marie's oven?

I can't find anything useful in the motel room.
The only thing I can find is a small box.
It's a small box, but it's a box.
I can't find anything useful in the motel room.
The only thing I can find is a small box.
It's a small box, but it's a box.

What do I do after finishing Marie's house?

I can't find anything useful in the motel room.
The only thing I can find is a small box.
It's a small box, but it's a box.
I can't find anything useful in the motel room.
The only thing I can find is a small box.
It's a small box, but it's a box.

AIRPLANE

I keep getting thrown off the plane.

I can't find anything useful in the motel room.
The only thing I can find is a small box.
It's a small box, but it's a box.
I can't find anything useful in the motel room.
The only thing I can find is a small box.
It's a small box, but it's a box.

I can't get by the hijacker, he keeps killing me.

I can't find anything useful in the motel room.
The only thing I can find is a small box.
It's a small box, but it's a box.
I can't find anything useful in the motel room.
The only thing I can find is a small box.
It's a small box, but it's a box.

The hijacker still keeps killing me!

I can't find anything useful in the motel room.
The only thing I can find is a small box.
It's a small box, but it's a box.
I can't find anything useful in the motel room.
The only thing I can find is a small box.
It's a small box, but it's a box.

I'm sorry but the hijacker STILL keeps killing me.

I can't find anything useful in the motel room.
The only thing I can find is a small box.
It's a small box, but it's a box.
I can't find anything useful in the motel room.
The only thing I can find is a small box.
It's a small box, but it's a box.

I can't find the bomb.

I can't find anything useful in the motel room.
The only thing I can find is a small box.
It's a small box, but it's a box.
I can't find anything useful in the motel room.
The only thing I can find is a small box.
It's a small box, but it's a box.

Defusing the bomb is something else! How do I do it?

I can't find anything useful in the motel room.
The only thing I can find is a small box.
It's a small box, but it's a box.
I can't find anything useful in the motel room.
The only thing I can find is a small box.
It's a small box, but it's a box.

I'm still having problems defusing the bomb!

I can't find anything useful in the motel room.
The only thing I can find is a small box.
It's a small box, but it's a box.
I can't find anything useful in the motel room.
The only thing I can find is a small box.
It's a small box, but it's a box.

STEELTON PARK

What do I do with that confounded dog?

I can't find anything useful in the motel room.
The only thing I can find is a small box.
It's a small box, but it's a box.
I can't find anything useful in the motel room.
The only thing I can find is a small box.
It's a small box, but it's a box.

You really don't want to know everything do you?
Try searching a little harder.
You can find blood, envelope and letter, lipstick and business card.
The lipstick is under the bed on the far side.
The letter is in the nightstand next to bed.
The business card is in the sink in the bathroom.

Do you remember any of Marie's conversation?
Did you remember the color of Marie's lipstick?
She said she was worried about the escape.
You had better check on her.
Drive to Marie's.

Are you sure you have looked everywhere?
Have you found the "hit list"?
It's on the floor.
Near the ashtray.

If it's hot, eat it.
Give it to Keith.
There's no soufflé in Marie's oven.

After any good investigation it is a good idea to use radio.
Head for the barn.
Book any evidence you have.
Check with the Captain.

Listen to the stewardess.
Follow instructions.
Make sure you fasten your seat belt.

You need to act fast.
You have to use your gun.
Act when the stewardess falls to the floor.

What happened at the motel is affecting you here.
When the shotgun discharged, Sonny spun around hitting his gun hand.
You should have adjusted your gun sights before leaving station.

Have you been enjoying the refreshments?
Drinking alcoholic beverages and shooting just don't mix.

It's located in the rear of the plane.
Somewhere in the restroom.
You mean you still haven't found it?
Try the paper towel dispenser.

The answer is in the plane.
The dead hijackers have the answer.
Try searching them.
On one of them, you need to search the turban.

You will need wire cutters.
You need the bomb instructions.
Study the instructions carefully.
Perform each step of the instructions in reverse.

He has a purpose
In this life but
Not in this game!

I can't seem to get by the mugger!

After I get out of the sewer, I see a mugger. I try to run, but he catches me. He says, "You can't get by me. You have to pay me first." I try to run again, but he catches me again. He says, "You can't get by me. You have to pay me first." I try to run again, but he catches me again. He says, "You can't get by me. You have to pay me first."

How can I make friends with the mugger?

After I get out of the sewer, I see a mugger. I try to run, but he catches me. He says, "You can't get by me. You have to pay me first." I try to run again, but he catches me again. He says, "You can't get by me. You have to pay me first." I try to run again, but he catches me again. He says, "You can't get by me. You have to pay me first."

I just keep wandering, is there anything here to find?

After I get out of the sewer, I see a mugger. I try to run, but he catches me. He says, "You can't get by me. You have to pay me first." I try to run again, but he catches me again. He says, "You can't get by me. You have to pay me first." I try to run again, but he catches me again. He says, "You can't get by me. You have to pay me first."

SEWER

I can't get past the methane gas.

After I get out of the sewer, I see a mugger. I try to run, but he catches me. He says, "You can't get by me. You have to pay me first." I try to run again, but he catches me again. He says, "You can't get by me. You have to pay me first." I try to run again, but he catches me again. He says, "You can't get by me. You have to pay me first."

After I release Marie, Bains immediately enters the room and shoots me.

After I get out of the sewer, I see a mugger. I try to run, but he catches me. He says, "You can't get by me. You have to pay me first." I try to run again, but he catches me again. He says, "You can't get by me. You have to pay me first." I try to run again, but he catches me again. He says, "You can't get by me. You have to pay me first."

I just can't figure out how to get Bains.

After I get out of the sewer, I see a mugger. I try to run, but he catches me. He says, "You can't get by me. You have to pay me first." I try to run again, but he catches me again. He says, "You can't get by me. You have to pay me first." I try to run again, but he catches me again. He says, "You can't get by me. You have to pay me first."

I still can't get Bains!

After I get out of the sewer, I see a mugger. I try to run, but he catches me. He says, "You can't get by me. You have to pay me first." I try to run again, but he catches me again. He says, "You can't get by me. You have to pay me first." I try to run again, but he catches me again. He says, "You can't get by me. You have to pay me first."

Did you look around the Lieutenant's office at Sisseton PD?
You can get rid of the mugger one of two ways.
You can use the hand held radio on...
Draw your weapon on him.

Call him "sir."
It didn't work, did it?
You can't. His sole purpose is to mug you.

Yes.
Try a little harder.
It's near the right side of a little hill.
Type "look down," you will discover the sewer entrance.

You're going the wrong direction.
You need a gas mask.
After entering the sewer, walk to the right and stay on the lower side.
Continue into the next scene on your right and ignore all messages about the gas.
Make a right turn and walk down the screen staying on the left side.
Continue walking down the screen into the next scene.
Walk into the scene on the left and find the gas mask.

Bains was alerted by the noise.
In her excitement Marie became too loud.
Before untying Marie, you must tell her to "keep quiet."

Listen to Marie.
You need to hide.
Hide behind the large pipe on the left.

Make sure your gun is loaded.
Make sure your gun is drawn.
Make sure you are facing toward the center of the room.
Do all the above before Bains enters the room.

AFTER THE END OF THE GAME

OBJECTS

Object	Where found	Where Used
--------	-------------	------------

[illegible]

Object	Where found	Where Used
--------	-------------	------------

[illegible]

Key to unmarked car	Homicide office	unmarked car
Personal car key	Ignition	personal car
Hand held radio	Steelton PD	Burn Park
Colt 10mm automatic	Locker	Threatening situations
Ammunition & clips	Locker	Colt 10mm automatic
Money clip	Jacket pocket	Throughout game
Wallet & badge	Desk drawer	Throughout game
Diving certificate	Inside Wallet	Cotton Cove
Marie's letter	Desk drawer	Information only
LPD business card	Private car	Combination to locker
Handcuffs	Locker	Never in this game
Field Kit	PD hallway	Throughout the game
Ear protectors	Range officer	Shooting range
Bains' old mug shot	Homicide file cabinet	Throughout the game
Bains' new mug shot	Jailer	Throughout the game
Fingerprint	Stolen car at mall	Book as evidence
Jailers holster	Stolen car at mall	Book as evidence
Bullets	Stolen car at mall	Book as evidence
Discarded jail clothes	Cotton Cove	Book as evidence
Blood sample	Cotton Cove	Book as evidence

Footprint cast	Cotton Cove	Book as evidence
Lost badge	Bottom of river	Book as found property
Makeshift knife	Bottom of river	Book as evidence
Fingerprints	Stolen car at airport	Book as evidence
Flowers	Airport entrance	Present for Marie
Passenger list	Airport ticket agent	Information only
Car rental list	Car rental agency	Information only
Murder weapon	Airport restroom	Book as evidence
Fingerprints	Robert's murder scene	Book as evidence
Blood sample	Robert's murder scene	Book as evidence
Corner of envelope	Robert's body	Gives you the Motel address
Threatening note	Trunk of Robert's car	Book as evidence
Motel room key	Motel manager	Motel room
Blood sample	Motel room	Book as evidence
Envelope & letter	Motel room	Book as evidence
Lipsuck tube	Motel room	Book as evidence
Colby's business card	Motel restroom	Book as evidence
Hit list	Marie's house	Book as evidence
Note	Marie's front door	Information only
Airplane ticket	Airport	To board plane
Wire cutters	Hijacker	To disarm bomb
Bomb instructions	Turban	To disarm bomb
Gas mask	Steelton sewer	Steelton sewer

SOME THINGS YOU MAY HAVE MISSED

Have you...

1. Have you read the manual?
2. Have you read the manual?
3. Have you read the manual?
4. Have you read the manual?
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48. Have you read the manual?
49. Have you read the manual?
50. Have you read the manual?

* WARNING *

Do not read this section unless you are definitely stuck and have no idea what to do!

ACTIVITY

POINTS

INSIDE PERSONAL CAR

1. Have you read the manual?
2. Have you read the manual?
3. Have you read the manual?
4. Have you read the manual?
5. Have you read the manual?
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49. Have you read the manual?
50. Have you read the manual?

- ...Talked to the man sitting in the locker room toilet?
- ...Tried to open the toilet door?
- ...Tried knocking on the toilet doors?
- ...Talked to Lloyd Pratt, Narcotics officer?
- ...Talked to Mario Gelapsi, uniformed officer?
- ...Talked to Steve, Narcotics officer?
- ...Tried not following orders?
- ...Tried kissing the jogger at Cotton Cove?
- ...Tried scuba diving without your weight belt?
- ...Tried standing near the bottom of the screen after the ambush?
- ...Tried shooting your gun unnecessarily?
- ...Tried flying to Houston?
- ...Tried talking to other characters in the airport?
- ...Talked to the man in the white suit upstairs in the airport?
- ...Tried to arrest the man in the white suit?
- ...Tried talking to the men seated on the bench?
- ...Tried crossing the street without pushing the traffic control button?
- ...Tried kissing Mario at Anna's restaurant?
- ...Tried kicking the door down at the Snuggler's Inn?
- ...Tried drinking alcoholic beverages while on the airplane?
- ...Tried shooting the mugger in Burt Park?
- ...Tried climbing any of the ladders while down in the sewer?
- ...Tried jumping the liquid sewage flow?
- ...Tried shooting the rats?
- ...Tried firing your weapon while in a cloud of methane gas?

- 1. type "look car" & "get keys" 1
- 2. type "open glove box"
- 3. type "look in box" & "get card" 1
- 4. type "turn card over" (combo to locker)
- 5. type "exit car" or use function key
- 6. type "look coat" (read msg about money clip)
- 7. walk to police station door
- 8. type "unlock door"
- 9. walk to Homicide Office and enter
- 10. walk to Captain Fletcher Hall's desk anytime throughout the game and type "look desk" (read msg about files and paper)
- 11. type "look paper" (read passwords for computer: Miami, ice-cream, pistachio) 1
- 12. walk to rear wall and type "look wall"
- 13. type "get key" (key to unmarked car) 1
- 14. type "look bulletin board" (read msg about shooting scores) 1
- 15. walk to desk and type "sit down"
- 16. type "look basket" (read msg about subpoenas) 1
- 17. type "unlock desk drawer"

INSIDE DESK DRAWER



HALLWAY



LOCKER ROOM



INSIDE LOCKER



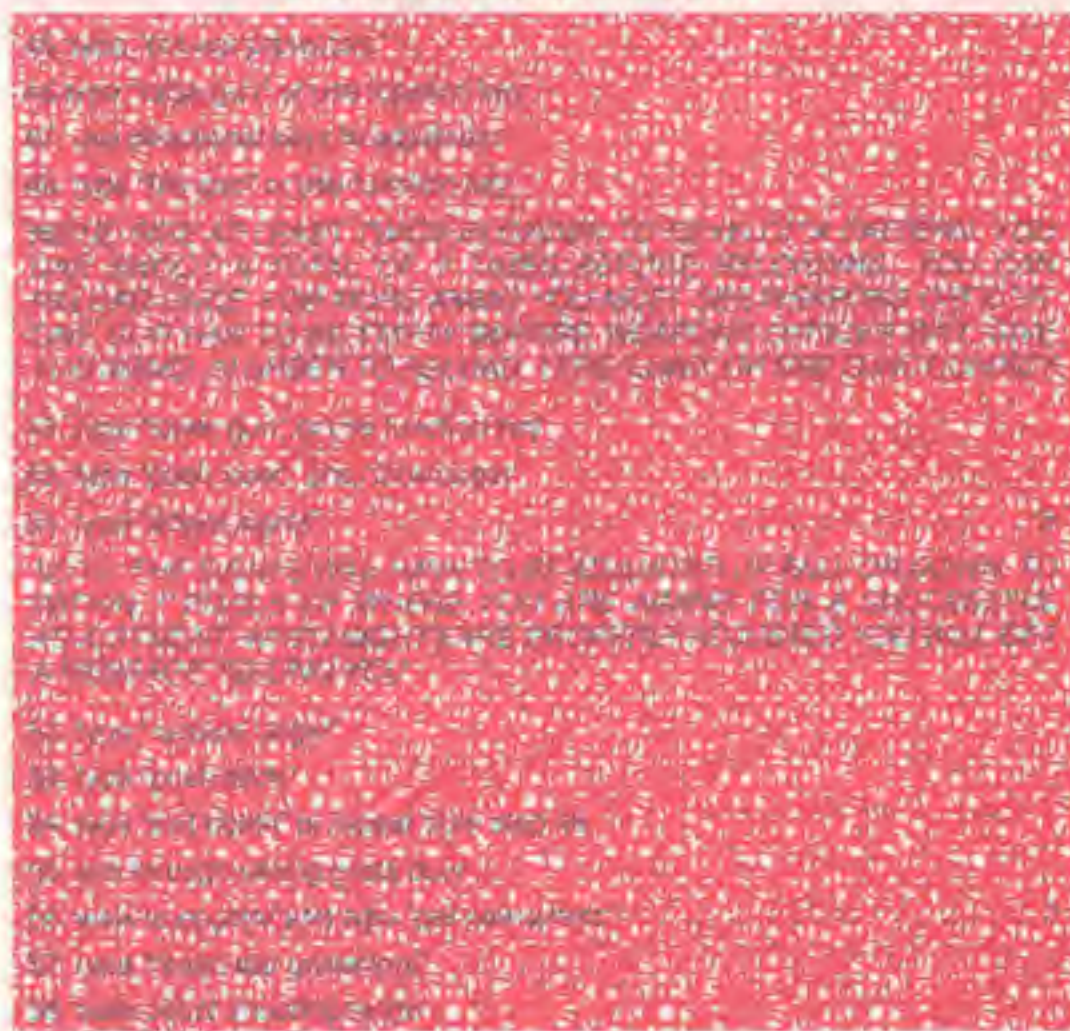
HALLWAY



SHOOTING RANGE



INSIDE SHOOTING BOOTH



HALLWAY



18. type "get wallet" 1
19. type "look wallet" 1
20. type "search wallet" (find dive card) 2
21. type "get letter" & "read letter" 1
22. type "close drawer" 1
23. type "stand up" 1
24. walk out of Homicide Office 1
25. walk to door just right of Homicide Office 1
26. stand in front of first locker on the left wall 1
27. type "open locker" (a prompt will come up asking for the combination) 1
28. combination (36-4-12) 5
29. type "get gun" 1
30. type "get cuffs" 1
31. type "get ammo" 1
32. type "close locker" 1
33. type "load gun" or use function key 1
34. walk out of locker room 1
35. walk over and face the front side of counter (not the booking counter) 1
36. type "look counter" 1
37. type "unlock bin" (read msg about field kit) 1
38. type "get kit" 2
39. type "close bin" 1
40. walk toward right side of picture and enter shooting range 1

41. walk up to counter (talk to weapons officer Ken Mills) 1
42. type "get ear protectors" 2
43. walk to sliding glass door and enter booth area 1
44. walk to any open booth and type "look booth" 1
45. type "put ear protectors" 1
46. type "raise gun" or use function key 1
47. use directional keys to adjust aim 1
48. type "fire gun" or use function key 1
- NOTE: FIRE AT LEAST TWICE IN ORDER TO DEVELOP A PATTERN. YOU CAN SHOOT A TOTAL OF 7 TIMES BEFORE RELOADING. YOU CAN RELOAD ONCE. FOR MORE AMMO YOU MUST SEE WEAPONS OFFICER. ONE CLIP HAS TO BE EMPTY BEFORE WEAPONS OFFICER WILL GIVE YOU AMMO. IN ORDER TO RELOAD, TYPE "LOAD" OR USE FUNCTION KEY*
49. type "lower gun" or use function key 1
50. type "push view" and "look target" 1
51. type "adjust sights" 5
- NOTE: THE SIGHTS WILL HAVE TO BE ADJUSTED UP AND/ OR DOWN, TO WITHIN 7 PIXELS OF WHERE YOU ARE AIMING FOR A SUCCESSFUL ADJUSTMENT. WHEN SIGHTS ARE PROPERLY ADJUSTED YOU WILL GET A MESSAGE TELLING YOU*
52. type "replace target" 1
53. type "push back" 1
54. type "exit booth" or repeat from step 46 1
55. exit through sliding glass door 1
56. walk to counter and type "get new ammo" 2
57. type "return ear protectors" 1
58. walk out of shooting range 1
59. walk over and enter Homicide Office 1

HOMICIDE OFFICE



INSIDE FILE CABINET



NARCOTICS OFFICE



HALLWAY



PARKING LOT



INSIDE UNMARKED CAR



JAIL PARKING AREA



JAIL



LOOKING AT FILE



LOOKING AT FILE



60. learn from Captain that Jessie Bains has escaped. (Captain will order you to get mug shot and investigate.)

61. walk over and stand in front of file cabinet

62. type "open file cabinet"

63. type "Bains"

64. type "take mug shot"

65. type "close file"

66. type "close file cabinet"

67. exit Homicide Office

68. enter door on left of Homicide Office and talk to man on left

69. type "talk man" (speech is slow due to drugs)

70. type "help man"

71. type "talk man"

72. exit Narcotics Office

73. exit hallway into parking lot

74. walk to rear of unmarked car, first one on left

75. type "open trunk"

76. type "put kit in trunk"

77. type "close trunk"

78. walk to drivers door

79. type "unlock door"

80. type "open door" or use function key

81. type "drive to jail" (series of messages from dispatch)

82. you will automatically exit car

83. walk over and stand in front of gun lockers

84. type "open locker"

85. type "put gun"

86. type "lock the locker"

87. walk to the right side of the door

88. type "push buzzer"

89. type "open door"

90. type "show ID"

91. walk to booking counter

92. type "describe pate's car"

93. type "ask for file"

94. type "Bains"

95. type "get mug shot" (more recent picture)

96. type "close file"

97. repeat step 93

98. type "Pate"

99. type "turn page"

100. take down information about jailer's gun

101. type "close file"

102. type "see witness"

JAIL PARKING AREA

INSIDE UNMARKED CAR

OAK TREE MALL

INSIDE JAILERS CAR

INSIDE UNMARKED CAR

COTTON COVE (ENTRY SCENE)

COTTON COVE (MIDDLE SCENE - AMBUSH)

COTTON COVE (LEFT SCENE)

103. walk over to visitors screen. (witness will walk out)
104. type "talk witness" .2
105. walk out of jail
106. walk to gun lockers
107. type "open locker"
108. type "get gun"
109. walk to driver's door of unmarked car
110. type "open door" or use function key
111. type "drive to station" (or any location)
NOTE: PRIOR TO ARRIVAL AT LOCATION, DISPATCH WILL SEND YOU TO OAK TREE MALL.
112. type "drive to mall"
113. walk to rear of unmarked car and face trunk
114. type "open trunk"
115. type "get field kit"
116. walk to passengers door of jailer's car, lower right car
117. type "open door"
118. type "dust glove box"
119. type "use tape" .3
120. type "open glove box"
121. type "get holster" .1
122. type "get bullets" .1
123. type "close glove box"
124. type "close door"
125. program control (Officer Heines brings lady to you)

126. type "ask about car" .3
127. walk to trunk of unmarked car
128. type "open trunk"
129. type "put kit in trunk"
130. type "close trunk"
131. walk to driver's door of unmarked car
132. type "open door" or use function key
133. type "radio dispatch"
(info about jailer's gun)
(info about stolen car) .2
134. type "drive to station" (or any location)
NOTE: PRIOR TO ARRIVAL AT LOCATION, DISPATCH WILL SEND YOU TO COTTON COVE.
135. type "drive to cotton cove"
NOTE: MSG FROM PARTNER WAGING A BET
136. "You're ON" is highlighted so press "enter"
137. you will automatically exit car
138. walk over and type "question jogger"
(actual msg about evidence gains the points) .2
139. walk to left side of screen and enter middle scene
140. type "draw gun" or use function key
141. walk toward middle of scene
142. when Beins appears, type "fire gun" or use function key .4
143. walk to far left and enter "left" scene
144. immediately walk up screen (to avoid being run down)
145. after Beins flees scene in stolen car, walk back to unmarked car

COTTON COVE (ENTRY SCENE)

INSIDE UNMARKED CAR

COTTON COVE (ENTRY SCENE)

COTTON COVE (LEFT SCENE)

COTTON COVE (MIDDLE SCENE)

INSIDE VAN

UNDER COTTON COVE (MIDDLE SCENE)

UNDER COTTON COVE (LEFT SCENE)

UNDER COTTON COVE (RIGHT SCENE)

146. walk to driver's side of unmarked car	
147. type "enter car" or use function key	
148. type "radio dispatch"	2
148. read messages from dispatch	
150. type "exit car" or use function key	
151. walk to rear of unmarked car	
152. type "open trunk"	
153. type "get field kit"	
154. walk all the way into far left scene	
155. walk to garbage can	
156. type "search trash"	
157. type "get clothes"	1
158. type "look clothes"	
159. type "read name tag"	2
160. walk to river's edge and to the left	
161. type "look down"	1
162. type "take sample of blood"	2
163. type "get footprint"	2
164. type "take picture of scene"	1
165. walk back to unmarked car	
166. walk to diver when he shows up	
167. type "dive in river" (diver will ask for card)	

168. type "search wallet" if you haven't already (diver will change clothes)	
169. walk to van and face sliding door	
170. type "get tank 1" (or 2 or 3)	
171. type "check air supply," repeat until you find the full tank	2
172. type "get vest"	
173. type "get belt"	
174. type "get mask"	
175. type "get fins"	
176. type "get wet suit"	
177. type "exit van" program control takes you into the water	
178. a successful dive is worth 6 points	6
179. swim to middle of scene and type "look down"	
180. type "get object"	2
181. type "look badge"	
182. swim into scene to the left	
183. swim to middle of scene and type "look down"	
184. type "get object" (knife)	2
185. swim to the right and through middle scene into the right scene	
186. swim to right side in the middle and type "look down"	
187. type "move rock"	
188. type "look hand"	
189. type "remove body" program control takes you out of the water	5

COTTON COVE

INSIDE UNMARKED CAR

1. The car was a dark color.
2. The car was a sedan.
3. The car was a four-door.
4. The car was a 1968 model.
5. The car was a Ford Mustang.
6. The car was a dark blue color.
7. The car was a four-door sedan.
8. The car was a 1968 model.
9. The car was a Ford Mustang.
10. The car was a dark blue color.

INSIDE UNMARKED CAR

1. The car was a dark color.
2. The car was a sedan.
3. The car was a four-door.
4. The car was a 1968 model.
5. The car was a Ford Mustang.
6. The car was a dark blue color.
7. The car was a four-door sedan.
8. The car was a 1968 model.
9. The car was a Ford Mustang.
10. The car was a dark blue color.

AIRPORT PARKING LOT

1. The car was a dark color.
2. The car was a sedan.
3. The car was a four-door.
4. The car was a 1968 model.
5. The car was a Ford Mustang.
6. The car was a dark blue color.
7. The car was a four-door sedan.
8. The car was a 1968 model.
9. The car was a Ford Mustang.
10. The car was a dark blue color.

INSIDE STOLEN CAR

1. The car was a dark color.
2. The car was a sedan.
3. The car was a four-door.
4. The car was a 1968 model.
5. The car was a Ford Mustang.
6. The car was a dark blue color.

INSIDE UNMARKED CAR

1. The car was a dark color.
2. The car was a sedan.
3. The car was a four-door.
4. The car was a 1968 model.
5. The car was a Ford Mustang.
6. The car was a dark blue color.

AIRPORT FRONT

1. The car was a dark color.
2. The car was a sedan.
3. The car was a four-door.
4. The car was a 1968 model.
5. The car was a Ford Mustang.
6. The car was a dark blue color.

INSIDE AIRPORT (TICKET COUNTER)

1. The car was a dark color.
2. The car was a sedan.
3. The car was a four-door.
4. The car was a 1968 model.
5. The car was a Ford Mustang.
6. The car was a dark blue color.

INSIDE AIRPORT (CAR RENTAL COUNTER - "SIVA")

1. The car was a dark color.
2. The car was a sedan.
3. The car was a four-door.
4. The car was a 1968 model.
5. The car was a Ford Mustang.
6. The car was a dark blue color.

190. walk to right into middle scene

NOTE: WHEN YOU ENTER MIDDLE SCENE, PROGRAM CONTROL TAKES OVER UNTIL SONNY IS CHANGED BACK INTO STREET CLOTHES.

191. walk back into scene on right with car and Gelepsi

192. walk to rear of unmarked car

193. type "put kit"

194. type "close trunk"

195. walk to driver's door of unmarked car

196. type "open door" or use function key

197. wait for Keith to enter car

198. type "use radio" -2

199. read messages about coroner being dispatched

200. type "use radio"

201. type "drive to station" (or any location)

NOTE: PRIOR TO ARRIVAL AT LOCATION, DISPATCH WILL RADIO ABOUT PURSUIT

202. type "drive to airport"

203. walk to rear of unmarked car, type "open trunk"

204. type "get kit"

205. walk to black car (2nd one down from unmarked car)

206. stand at front of car and type "look plate" (msg, car stolen) 1

207. if not "look plate", you can type "look vin" inside the stolen car for point

208. walk to passenger side of stolen car and type "open door"

209. type "dust rear view mirror"

210. type "use tape" 3 211. type "close door"

212. walk to rear of unmarked car

213. type "put kit"

214. type "close trunk"

215. walk to driver's door of unmarked car

216. type "open door" or use function key

217. Keith will enter the car

218. type "radio plate" 2

219. type "exit car" or use function key

220. walk to the top of the screen (toward airport)

221. walk to the pole located on the left of the crosswalk

222. type "push button" 1

223. walk across street using the cross walk

NOTE: GIRL WILL APPROACH SELLING FLOWERS

224. type "buy rose" or "plant" or "bouquet" 2
"rose" is cheapest and is acceptable to Marie

225. walk into airport

226. walk to the second ticket agent (woman)

227. type "show id"

228. type "show mug shot" 1

229. type "look passenger list" 3

230. walk to upper left of the screen and enter next scene

231. walk up to rental agent, type "show id"

232. type "show mug shot" 1

233. type "look rental list" 3

234. walk back to ticket counter scene and into restroom

INSIDE AIRPORT (RESTROOM)



AIRPORT FRONT



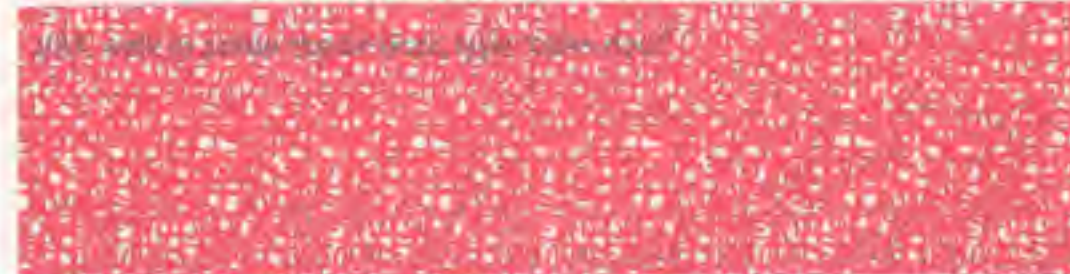
AIRPORT PARKING LOT



INSIDE UNMARKED CAR



POLICE STATION PARKING LOT



POLICE STATION HALLWAY



COMPUTER



235. walk to middle stall, type "enter stall"
 236. type "look toilet"
 237. type "remove lid"
 238. type "look in tank"
 239. type "remove gun" .4
 240. type "exit stall"
 241. walk to electric hand dryer on wall
 242. type "turn on dryer"
 243. type "dry gun" .2
 244. walk out of restroom and out of airport

245. walk to post (traffic signal device)
 246. type "push button" .1
 247. walk across street within the crosswalk
 248. walk to bottom of screen into parking lot

249. walk to drivers side of unmarked car
 250. type "open door" or use function key

251. type "radio gun" and "radio rental car" .1
 252. type "drive to station"

253. walk to police station door, type "open door"

254. walk to hooking counter
 255. type "look evidence" (series of mag) 10

OR

256. type "look jailer's revolver"
 257. type "look fingerprint"
 258. type "look thumb print"
 259. type "look spoon knife"
 260. type "look blood sample"
 261. type "look plaster cast"
 262. type "look bullets"
 263. type "look all clothes"
 264. type "look holster"
 265. type "look lost badge"
 266. walk into Homicide Office
 267. type "look computer" and "turn on computer"

268. type "dir"
 269. type "od"
 270. type "Criminal"
 271. type "dir"
 272. type "od"
 273. type "Vice"
 274. type "Miami", then type "dir" .2
 275. highlight "Wilkins" (strike "return" key)

NOTE: COPY ADDRESS

276. type "od" (then strike "return" key)
 277. type "personnel"
 278. type "pistachio", then type "dir" .2
 279. highlight "Pratt" (strike "return" key)

NARCOTICS OFFICE

HOMICIDE OFFICE

POLICE STATION PARKING LOT

OUTSIDE RESTAURANT

INSIDE RESTAURANT

POLICE STATION PARKING LOT

HOMICIDE OFFICE

INTERNAL AFFAIRS HAS OPEN FILE ON PRATT DUE TO

... into Narcotics Office

YOU CAN ONLY BE DONE AT ANY TIME ON DAY ONE, BUT CAN ONLY BE
 DONE IF YOU HAVE SEEN COMPUTER FILE

What would you expect to see down?

and walk out of police station

Model per drie type 'open door'

displacement

is a function key

299. Walk into restaurant

NOTE: WATER WILL COME TO YOU AND TELL YOU TO FIND A SEAT

300. Way to Ming's table

30 L. type "all down"

302 TWO-TAIL MATCH

NOTE: WAITER WILL COME OUT TO TAKE ORDER

313 type "orion nautical"

294 Type 'green flower'

US type "105 Alarm"

C/S, type 100X Mono

2072 type "kiss Marie"

NOTE: WATER BRINGS RYGO

US-type meat food

300 type "Orma bill"

NOTE: AFTER PAYING FOR FOOD, THERE WILL BE AN "IRIS EFFECT" AND YOU WILL BE BACK IN THE POLICE PARKING LOT.

210 type "real boys" and "real cars"

2) I walk to police station door and type "open door"

3) 2. Walk over and stand at Cecily's tomb.

NOTE: MESSAGES TELLING OF MURDER WITHIN

9) 3. walk to key board and type 'ce' key

314. walk out of police station into parking lot

POLICE STATION PARKING LOT

INSIDE UNMARKED CAR

WOODY ROBERTS MURDER SCENE

INSIDE TRUNK

INSIDE TRUNK

INSIDE UNMARKED CAR

MOTEL PARKING LOT

INSIDE UNMARKED CAR

315. walk to unmarked car
 316. type "unlock door" and "open door"

 317. type "drive to warehouse"

 318. type "open trunk" and "get kit"
 319. walk to rear of victim's car
 320. type "get blood" when near blood
 OR
 321. type "get blood" when looking in trunk
 322. type "dust trunk for prints"
 323. type "take pictures"
 324. type "look trunk"

 325. type "look face"
 326. type "look hand"
 327. type "get corner of envelope"
 328. type "read corner of envelope"
 329. when coroner arrives, type "remove body"
 330. after coroner leaves with body, type "look trunk"

 331. type "search trunk"
 332. type "get paper"
 333. type "close trunk"
 334. go to rear of unmarked car
 335. type "out kit"

335. type "close trunk"
 337. walk to unmarked car and type "open door"

 338. type "drive to motel"
 339. program control takes you out of car

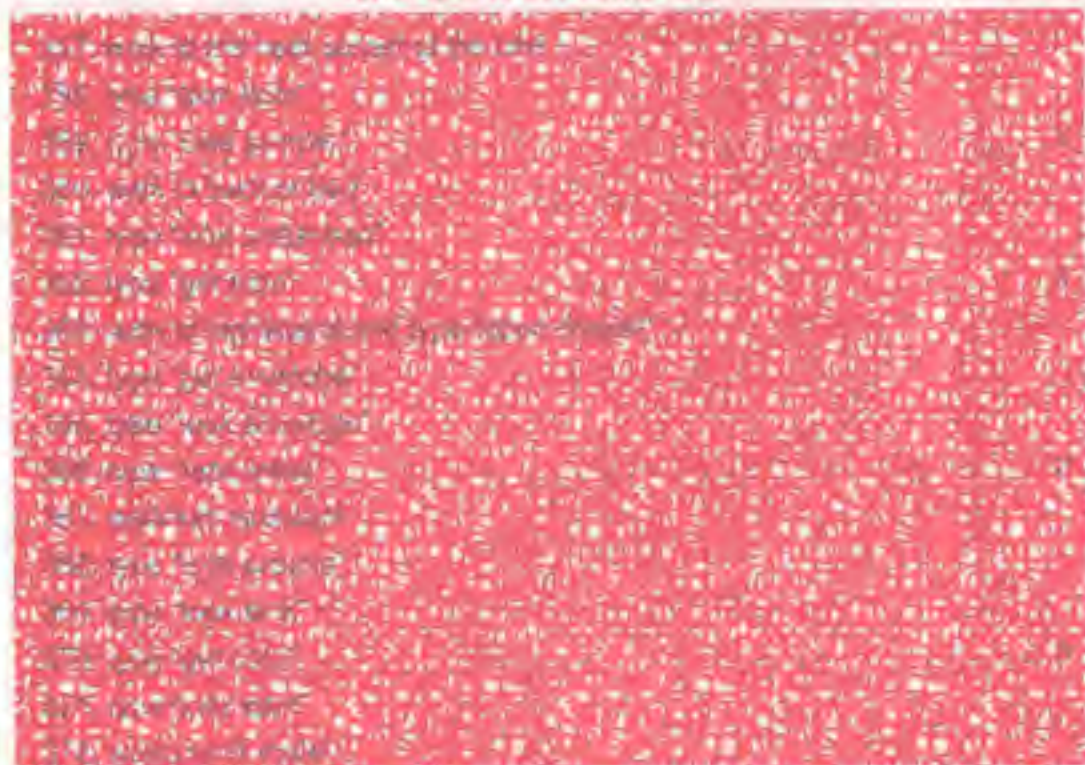
 340. walk to manager's window
 341. type "talk man"
 342. type "show ID"
 343. type "show mug shot"
 OR
 344. type "ask about William Cole"
 345. walk to car, type "enter car"

 346. type "radio warrant"
 347. type "radio backup"
 348. type "exit car"

NOTE: OFFICER WILL WALK INTO PICTURE
 349. walk up to officer and type "get warrant"
 350. walk to manager's window and type "show warrant"
 351. type "get key"
 352. walk to and stand on the right side of the motel door
 353. type "use key"

NOTE: USING THE KEY TRIGGERS AN EXPLOSION, THE SWAT TEAM RESPONDS. WAIT UNTIL TEAR-GAS STOPS
 354. walk to rear of car, type "open trunk"
 355. type "get kit"
 356. walk to and enter motel room

INSIDE MOTEL ROOM



MOTEL PARKING LOT



INSIDE UNMARKED CAR



OUTSIDE MARIE'S HOUSE



INSIDE MARIE'S HOUSE



OUTSIDE MARIE'S HOUSE



INSIDE UNMARKED CAR



POLICE STATION PARKING LOT



HALLWAY



BURGLARY OFFICE



357. walk to the rear corner of the bed	
358. type "look floor"	
359. type "take sample"	1
360. walk to back of bed	
361. type "look under bed"	
362. type "get tube"	3
363. walk to nightstand and type "open drawer"	
364. type "get envelope"	
365. type "look envelope"	
366. type "read letter"	2
367. walk into restroom	
368. type "look around"	
369. type "look sink"	
370. type "get card"	3
371. type "look card"	
372. walk out of motel	

373. walk to rear of unmarked car, type "put kit"	
374. type "close trunk"	
375. walk to car, type "enter car"	

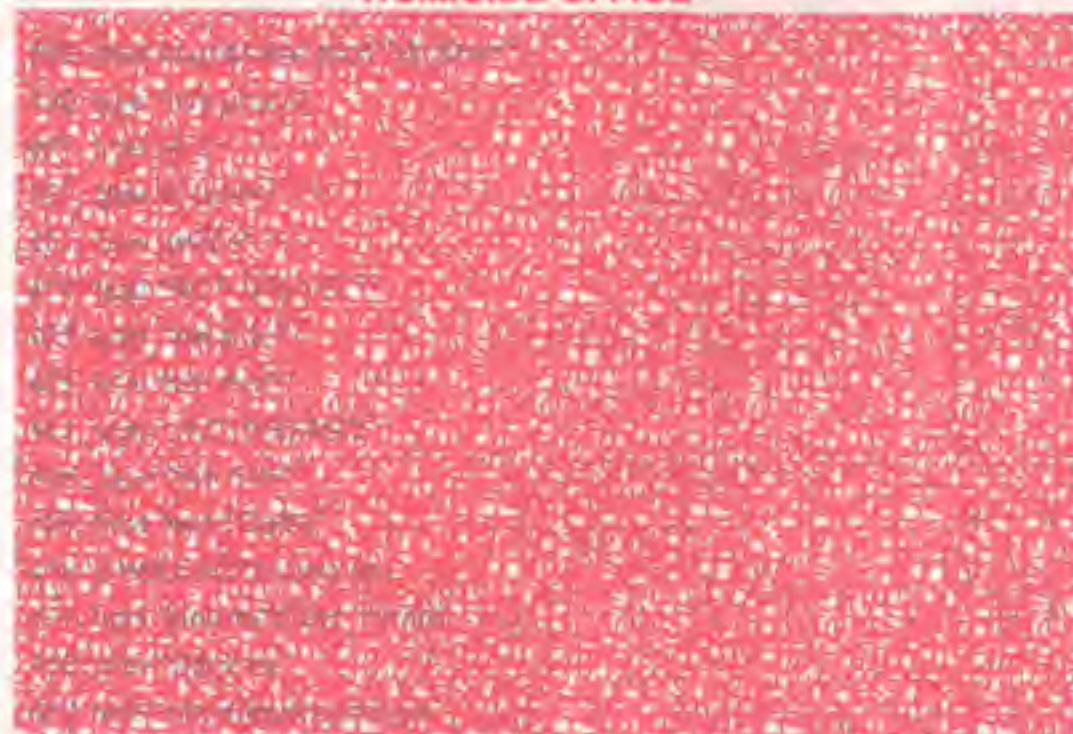
376. type "drive to Marie's"

NOTE: WALK UP TO FRONT DOOR

377. type "get note"	
378. type "read note"	

379. type "look handwriting"	3
380. type "open door"	
381. type "look sofa"	
382. walk to stuff on floor, type "look floor"	
383. type "look ashtray"	
384. type "get paper" (hit list)	3
385. walk out of house, walk to unmarked car	
386. walk to unmarked car, type "open door"	
387. type "drive to station"	
388. walk to police station door	
389. type "unlock door"	
390. walk to booking cage	
391. type "talk man"	
392. type "book evidence"	6
393. walk to door just right of cage, type "open door"	
394. walk to first desk (Jim Simpson)	
395. type "talk man"	
396. type "ask about shotgun"	2
397. type "ask about prints"	2
398. walk into Homicide Office	

HOMICIDE OFFICE



SHOOTING RANGE



PARKING LOT



INSIDE UNMARKED CAR



AIRPORT PARKING LOT



AIRPORT FRONT



INSIDE AIRPORT



INSIDE AIRPLANE



- 399. wait in deck and type "sit down"
- 400. type "use phone"
- 401. type "411"
- 402. type "station"
- 403. type "police"
- 404. type "(407) 555-2877"
- 405. type "talk man"
- 406. type "talk man"
- 407. type "(407) 555-3323"
- 408. type "talk man"
- 409. type "warn Choby"
- 410. press ESC to hang up
- 411. type "look message basket"
- 412. type "stand up"
- 413. walk into Shooting Range

NOTE: BEFORE LEAVING STATION YOU HAVE TO SIGHT YOUR GUN.
(FOR STEP-BY-STEP INSTRUCTIONS, SEE PAGE 20.) WALK INTO PARKING LOT. LOAD YOUR GUN.

- 414. walk to unmarked car type "open door"
- 415. type "drive to airport"
- 416. walk to right of unmarked car type "open trunk"
- 417. type "get kit" and "close trunk"
- 418. walk to the top of the screen (toward airport)

- 419. walk to fire pole located on the left of the crosswalk
- 420. type "open button"
- 421. walk across street using the cross walk
- 422. walk into airport

- 423. walk to ticket agent
- 424. type "buy ticket to Station"
- 425. Keith will telephone for authorization
- 426. type "buy ticket to Station"
- 427. walk to upper left of the screen and enter next scene
- 428. ride up elevator
- 429. walk to metal detector
- 430. type "show ID"
- 431. board plane

- 432. save from wall next to Keith
- 433. type "sit down"
- 434. type "fix gun barrel"

NOTE: AFTER TAKEOFF MSG FROM CAPTAIN YOU CAN REMOVE BELTS

- 435. type "remove seatbelt"
- 436. stewardess will offer drinks
- 437. type "order water" (or coffee or beer or wine)

NOTE: IF YOU DRINK MORE THAN TWO ALCOHOLIC BEVERAGES, YOU WILL BE DRUNK AND WILL NOT BE ABLE TO KILL THE HUACKERS

- 438. type "ask stewardess" to get more drinks
- NOTE: YOU CAN'T MOVE UNTIL SKYJACKING STARTS (SERIES OF MSG).
THE ONLY TIME THE PLAYER CAN MAKE A MOVE IS WHEN THE
STEWARDESS BREAKS FREE FOR A SHORT TIME



INSIDE PAPER TOWEL DISPENSER



INSIDE STEELTON POLICE STATION



STEELTON PARK



STEELTON PARK SEWER ENTRY SCENE



SEWER



457. "The mugger" is back free and falls to the floor, type "stand up"
 458. type "look table"
 459. type "get radio"
 460. walk out of Lieutenant's Office all the way to left of screen
 461. program control will take you to Steelton Park
 462. walk to top of screen into the next scene
 NOTE: THE MUGGER CAN APPEAR IN ANY SCENE WHEN HE DOES.
 463. type "use radio"
 NOTE: KEITH WILL SHOW UP WITH MUGGER IN HANDCUFFS
 464. walk to mugger and type "read rights"
 465. type "question man"
 466. walk to right side of screen into next scene
 467. walk to right side of little hill, near lower middle screen
 468. type "look down"
 469. type "open cover"
 470. type "look sewer"
 471. type "climb down ladder"
 472. walk into the adjacent scene to the right (walking on the lower side of the sewer)
 473. keep walking into the next scene (on the right)
 474. turn right walking down the screen, walk into the next scene (make sure you're on the left side of screen)
 NOTE: IGNORE THE MSG OF "HAVING DIFFICULTY BREATHING"
 475. continue walking down the screen into the next scene
 476. turn and walk into the scene on the left (make sure you're on the top side of the sewer)
 477. stand in front of cabinet and type "open cabinet"
 478. type "get gas mask"

479. DURING THE BOMB RETURN TO YOUR SEAT, THERE
 IS A MSG WHILE THE PLANE LANDS AT STEELTON. THE
 MSG WILL BE: "WALK TO SONNY AND BEGIN
 PROGRAM CONTROL TAKES OVER"

480. WALK DOWN BY HELICOPTER TO THE STEELTON PD

481. YOU A SERIES OF MSG

458. type "look table"
 459. type "get radio"
 460. walk out of Lieutenant's Office all the way to left of screen
 461. program control will take you to Steelton Park
 462. walk to top of screen into the next scene
 NOTE: THE MUGGER CAN APPEAR IN ANY SCENE WHEN HE DOES.
 463. type "use radio"
 NOTE: KEITH WILL SHOW UP WITH MUGGER IN HANDCUFFS
 464. walk to mugger and type "read rights"
 465. type "question man"
 466. walk to right side of screen into next scene
 467. walk to right side of little hill, near lower middle screen
 468. type "look down"
 469. type "open cover"
 470. type "look sewer"
 471. type "climb down ladder"
 472. walk into the adjacent scene to the right (walking on the lower side of the sewer)
 473. keep walking into the next scene (on the right)
 474. turn right walking down the screen, walk into the next scene (make sure you're on the left side of screen)
 NOTE: IGNORE THE MSG OF "HAVING DIFFICULTY BREATHING"
 475. continue walking down the screen into the next scene
 476. turn and walk into the scene on the left (make sure you're on the top side of the sewer)
 477. stand in front of cabinet and type "open cabinet"
 478. type "get gas mask"

2. The first step in the process of identifying a suspect is to determine the physical characteristics of the suspect. This includes the suspect's height, weight, age, race, and sex. The next step is to determine the suspect's clothing and accessories. This includes the suspect's shirt, pants, shoes, and any other items that the suspect was wearing at the time of the crime. The third step is to determine the suspect's behavior. This includes the suspect's actions, movements, and any other actions that the suspect took during the crime. The fourth step is to determine the suspect's identity. This includes the suspect's name, address, and any other information that can be used to identify the suspect. The fifth step is to determine the suspect's motive. This includes the reason why the suspect committed the crime. The sixth step is to determine the suspect's guilt. This includes the evidence that the suspect committed the crime. The seventh step is to determine the suspect's punishment. This includes the sentence that the suspect should receive for the crime. The eighth step is to determine the suspect's future. This includes the steps that should be taken to prevent the suspect from committing another crime.

CONTROL ROOM

3. The first step in the process of identifying a suspect is to determine the physical characteristics of the suspect. This includes the suspect's height, weight, age, race, and sex. The next step is to determine the suspect's clothing and accessories. This includes the suspect's shirt, pants, shoes, and any other items that the suspect was wearing at the time of the crime. The third step is to determine the suspect's behavior. This includes the suspect's actions, movements, and any other actions that the suspect took during the crime. The fourth step is to determine the suspect's identity. This includes the suspect's name, address, and any other information that can be used to identify the suspect. The fifth step is to determine the suspect's motive. This includes the reason why the suspect committed the crime. The sixth step is to determine the suspect's guilt. This includes the evidence that the suspect committed the crime. The seventh step is to determine the suspect's punishment. This includes the sentence that the suspect should receive for the crime. The eighth step is to determine the suspect's future. This includes the steps that should be taken to prevent the suspect from committing another crime.

POLICE QUEST 2

MAPS

479. turn around, cross the sewer to the lower side, walk back into the next scene
480. type "wear gas mask"
481. walk to the right, turn the corner, and walk down the screen into the next scene
482. continue walking down the screen into the next scene (avoid open man hole)
483. turn the corner to the left and stop (make sure you're on the top side of the sewer)
484. walk to the left of the screen into the next scene
485. walk to the control room door
486. walk into the control room 10

487. walk to Marie
488. type "keep quiet" 5
489. type "untie Marie" 5

NOTE: MAKE SURE GUN IS DRAWN AND LOADED

490. walk to and hide behind large pipe on left

NOTE: ALLOW TIMER TO EXPIRE AND BAINS WILL ENTER SCENE

491. type "fire gun" or use function key

NOTE: YOU MUST SHOOT BAINS AT LEAST TWICE IN ORDER TO KILL HIM. HE WILL KILL YOU IN THREE SHOTS. BAINS MUST BE CLOSE ENOUGH TO YOU FOR A HIT. REMAIN BEHIND PIPE WHEN SHOOTING HIM.

492. The "Death Angel" is killed 15
493. Program control takes you through ending sequence

HINT MAP

Police Station

The City of Lytton



Airport



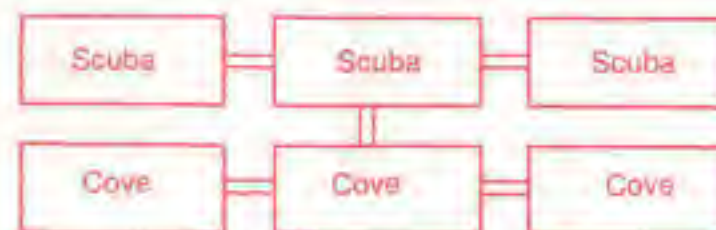
Jail



Motel



Cotton Cove



Murder Scene




```

graph TD
    A[Arnie's inside] --- B[  
Parking Lot]
  
```

Marie's inside

Front

```

graph TD
    A[Police] --> B[Arrest]
    B --> C[Stolen Car]
    C --> D[Parking Lot]
    D --> E[Police]

```

```

graph TD
    HL[Heli Landing] --- LO[Lt. Office]

```

The City of Steelton

```

graph LR
    P1[Park] --- P2[Park]
    P2 --- P3[Park]
    P2 --- P4[Park]
    P2 --- P5[Park]
    P2 --- P6[Park Manhole]
  
```

Entrance

Gas Mask

Control Room

Control Room

Door

Send off — Into sunset



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000001610



To reveal the **HIDDEN** clues, place the red Adventure Window over the red patterned areas in your hint book so that the dot shows through the hole.



SIERRA
Adventure
Window